

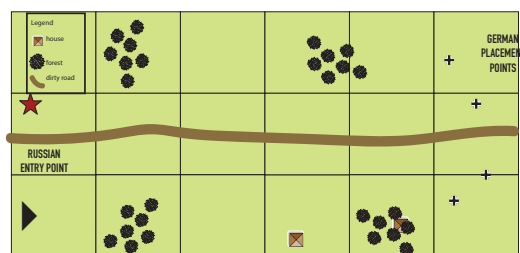
"Blood Steppes"

IRON CROSS - GAME SCENARY A24



Soviet Union - Ukraine, 23 Jun 1941: On June 22, Operation Barbarossa begins, invading Ukraine and taking the Russians by surprise. On the 23rd, the German 1st Panzer Group and 6th Army attacked and broke through the Soviet 5th Army. From the night of 23 June, the 22nd and 15th Soviet Mechanized Corps attacked the flanks of the 1st Panzer Group from the north and south, respectively. Although intended to be combined, Soviet tank units were sent in slowly due to poor coordination. At this moment the German war machine is under the coordinated attacks of the Luftwaffe along with the army, unleashing its fury on the Russians.

Game Table - 120cm x 45 cm (47.2 x17.5inches)



W

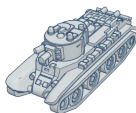
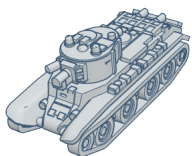
VICTORY CONDITIONS : The Russian player needs to take at least two marked positions on the map. The German player must prevent this from happening.

Game Turns

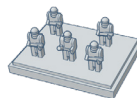
The German player has the initiative in turn 1	1	2	3	4	5	6	7	8
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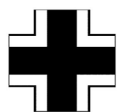
Elements of the Soviet red army 5th army (veteran troops): 8 Infantry squads and 8 BT-7 entering from west of the map



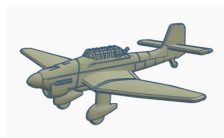
8



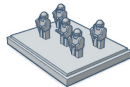
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Elements of the 1s panzer Division 6th army (veteran troops): 1 panzer III - G, 6 infantry with carbines squads, 2 pak 75 AT gun. Placed in german positions on the map. **5 Stukas from luftwaffe.**



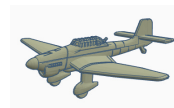
1



6



2



5

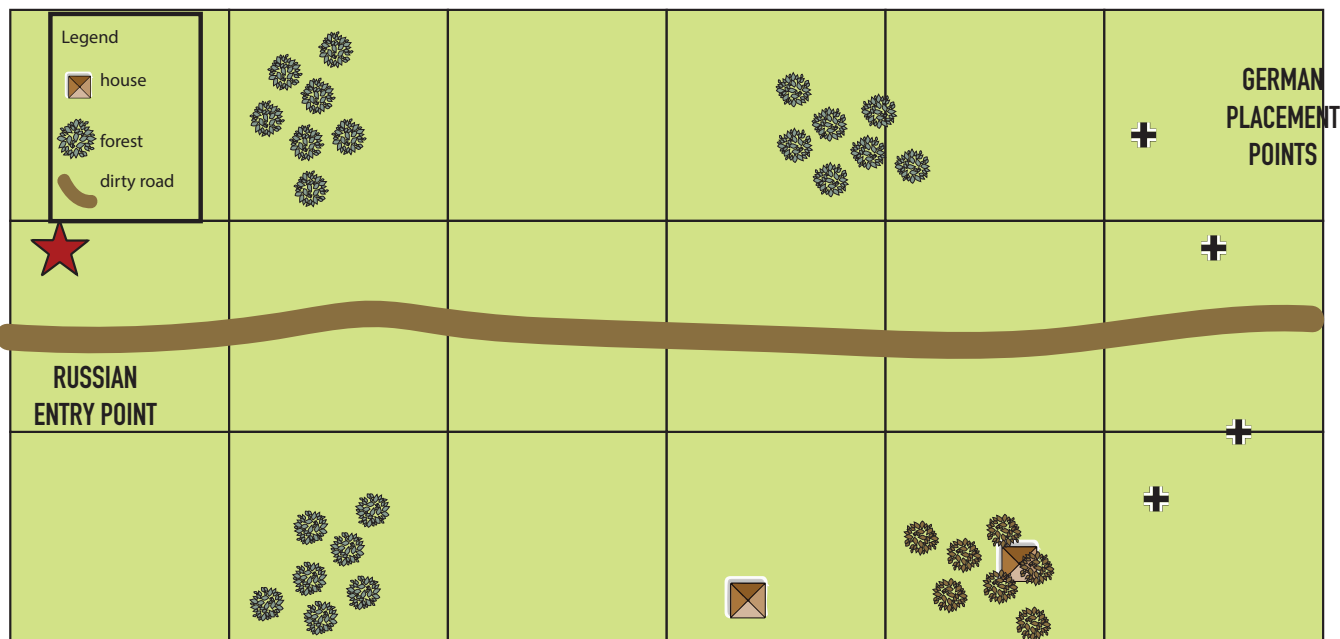
Special Rules:

1. German player have 1 stuka attack per turn
2. Optionally the Germans can have 1 more stuka in turn 7.
3. The german points are trenches, acting as hard cover.



After the Battle:

On 26 June, the Soviets launched another counterattack on the 1st Panzer Group from the north and south simultaneously with the 9th, 19th and 8th Mechanized Corps, which totaled 1649 tanks and supported by the remnants of the 15th Mechanized Corps. The battle lasted four days, ending in the defeat of Soviet tank units. On June 30, Stavka ordered the remaining forces of the Southwest Front to withdraw to the Stalin Line, where they would defend the approaches to Kiev. The Germans continued their advance into Russia.

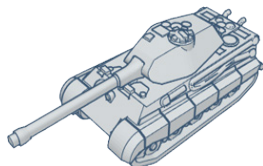


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Support the Modeler - <https://bit.ly/39YOHjS>

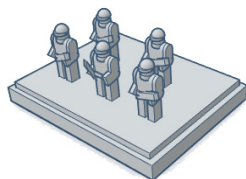
Each squad in game is formed per two minis bases

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IRON CROSS

RECON CORNER - NEWS FROM THE FRONT BY THE IRON CROSS TEAM - REPORT 14

AIRCRAFTS

By Antonio Marcelo
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Introduction

Airplanes are a new element for Iron Cross that allow you to increase combat by bringing new rules to the game. The plane works as a kind of combat support that in the early years of the war caused great problems for the allies coming from the Germans.

Attack Planes

Attack planes can be used by both players and attacking ground targets. Initially the planes in our game will be as follows:

German - Ju-87 Stuka
Russian - IL-2
American - Tempest/Typhoon / P-47/P-51

Number of Planes

1 - 3 planes
2 - 4 - 2 planes
3.6 - 1 plane

The planes attack 1 time in the game, that is, each time a plane is used, it can no longer be used in the game. The planes attack in the combat phase, for this, the players must choose their targets, declaring that they will be attacked by the cannons and the bombs/missiles (see the planes sheet). Then you must place the plane's mini next to the first target and roll the dice to see the result of the attack. All target attacked by guns.

Airplanes have the following characteristics

a) Unlimited movement capacity,
b) make two attacks: cannons or machine guns, bombs or missiles.
c) Ability to aim at targets across the entire game board, however planes cannot attack targets in inside forests, on lower levels of buildings or constructions (eg under a bridge)

Before the player starts the game, he must roll a d6 to see how much air support he will have in that game, and consult the table below:

Gun	Range	CP
.50/7.9 mm	30 inches	1
20 mm	All table	2
30/37 L mm	All table	2

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FOR IRON CROSS GAME

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IRON CROSS

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